

ABSTRACT OF THE INVENTION

A method and apparatus for playing a game is provided. Unique indicia are assigned to each member of a plurality of groups. Each group is composed of entries that correspond to items that each have a value that is objective, arbitrary, and that fluctuates over time, e.g., the items in each group may correspond to the performance of openly traded instruments in the market. A performance value for of the each groups are calculated and displayed over a period of time. To play the game, a player makes of selection of one or more alphabetic characters to play in a race or a contest. The player may make the selection electronically by submission through a displayed user interface. In a set of games that lend itself to amusement and contests, the selection is scored based on the performance value associated with each unique indicium in the players selection. In set of games that lends itself to wagering or lottery type gaming, the selection is to be considered to be a winning selection if the characters of the selection correctly match the sequence of indicia produced by ordering the plurality of groups according to performance value from highest to lowest.